

Call for Tutorial Proposals
Sixth International Conference on the Unified Modeling Language

October 20 - 24, 2003,
San Francisco, California, USA

Tutorials Chair: João Araújo, FCT/UNL

Proposals for tutorials on advanced topics related to UML are solicited. The audience for tutorials will comprise of practitioners, industrial and academic researchers, and developers familiar with and already working with UML. As a result, introductory tutorials on UML are not recommended. Instead, successful tutorials will be highly focussed on advanced topics, such as the following (non-exhaustive) list:

- improving and evolving UML;
- developing sophisticated tools to support UML;
- the next generation of visual modeling languages;
- applying UML effectively in specialized domains;
- advances in the UML Standard;
- UML and requirements engineering;
- MDA and UML.

Tutorials will last for half a day (or one day, if there is an adequate reason for this) and may be given by a single or multiple presenters. They are encouraged to include presentations as well as interactive discussions and problem solving sessions.

Submission Instructions

Proposals for tutorials should be submitted electronically to João Araújo (ja@di.fct.unl.pt) and should be in ASCII or HTML format. Proposals should contain the following information:

- Cover Page including the name of the tutorial; name(s) and address(es) of the organizers; indication of principal contact; and expected number of participants. Tutorials may be held on either of the first two days of the conference (October 20-21). Please indicate if you have a strong preference for one of these dates. Please indicate also if you intend to give a full day tutorial.
- 200 word abstract of the tutorial, describing its main topics, goals and expected outcomes.
- Relevance of the tutorial to UML participants. Motivate the technical problem addressed, together with examples of where the problem occurs and why it is important. What background knowledge is required by participants?
- Context: what existing work will be used as a basis for the tutorial? Where does this topic fit into the larger scheme of things?
- Objectives: what are the teaching objectives? What can the audience take away with them?

- A table of contents, with short explanations of the contents of individual sections.
- A description of teaching methods: will the tutorial consist of presentations, demonstrations, group work, discussion etc. or a combination?
- Requested Audio/Video equipment.
- A biography of each speaker, describing clearly why the speaker is qualified to present the tutorial. Include references to experience presenting other tutorials (include URLs).

Financial terms

Tutorial presenters will receive a honorarium of \$500 per half-day tutorial. In addition, travel cost will be covered up to \$1000. These numbers are based on the preliminary budget and may be changed during further planning.

Deadlines

- 29 June 2003: Deadline for submission
- 20 July 2003: Notification of acceptance
- 21 September 2003: Camera-ready copy of tutorial notes

Further questions should be directed to the Tutorials Chair,
João Araújo (ja@di.fct.unl.pt).